

DICE ROLLING

1. Explain what you want your PC to do. The World Master (WM) (aka GM) sets the Challenge Difficulty (CD) and if there is advantage/disadvantage. If there is advantage/disadvantage roll +1d6 then discard the lowest/highest die.
2. Roll 2d6 for things you are good at and roll 1d6 for everything else.
3. Every 6 is a Critical and every 1 is a Fail. Fails cancel our Criticals. If there are more Criticals than Fails roll an extra die for each Critical and add it to the total result. If there are more Fails than Criticals the player must add 1 die to the Die Tower (DT).
4. Compare the total roll to the CD. If the roll meets or exceeds the CD it succeeds. If the PC or NPC does not succeed add a die to the DT.

CHALLENGE DIFFICULTY (CD)

Simple	0 (No roll.)	Challenging	10
Easy	2	Formidable	13
Average	4	Improbable	16
Moderate	6	Epic	20
Tough	8	Legendary	30

THE DIE TOWER (DT)

Players literally stack dice on top of one another to form a tower! The DT is shared between all PC and NPC. If a player adds a die to the DT and it does not fall play continues. If the player fails and the DT crumbles then something terrible happens! The results could be death, injury, etc.

If the DT reaches 13 there is a miracle! A fallen PC or NPC of their choice may be revived or they get +1d6 for the remaining of the encounter.

WISHES

Wishes are awarded for successfully placing a die on the DT, a reward for good role-playing, and a pivotal story moment. The maximum number of Wishes is the Level of the PC. Wishes can be spent for:

- 1 wish – Roll an extra d6.
- 2 wishes – Affect a story element.
- 3 wishes – Convince someone.
- 4 wishes – Convince group.

NAME: _____

LEVEL: _____ WISHES: _____

WEAPON: _____

POWER: _____

POWER DRAWBACK: _____

DEVIATION: _____

MYSTERY: _____

NOTES: _____

COMBAT

ACTION ECONOMY

During a turn a PC, NPC, or Monster can do one movement-based action and one attack-based action. Actions may be held if a trigger is stated.

INITIATIVE

The last player to successfully place a die on the DT goes first. After this play continues in a clockwise manner. The WM may also decide who get initiative based on the narrative.

ATTACKING/ATTACK ROLLS & DEFENDING/DEFENSE ROLLS

Attacker and Defender roll 1d6 unless their Weapon or Power can be used then they roll 2d6. If the Attacker's roll exceeds the Defender's roll:

- If the Defender is a Monster (i.e. not a PC or NPC) they do 1 Health damage OR 2 Health damage if a weakness is hit.
- If the Defender is a PC or NPC they place a die on the DT. (PC and NPC do not have a Health statistic.)

MOVEMENT

Narrative based ranges are used.

- Short – 0 to 15 feet. Hand-to-hand.
- Medium – 16 to 100 feet.
- Long – 101 to 200 feet.
- Distant – Largest distance two parties can interact with each other.

GETTING AN EDGE IN COMBAT

Players who get an edge in combat may be granted a bonus by the WM:

- +1 to roll – Minor advantage. Ex: Partial coverage.
- +2 to roll – Advantage. Ex: Superior position.
- +3 to roll – Big advantage. Ex: Attack from ambush.
- +1d6 – Exploiting a weakness. Ex: Fire blade against an ice creature.



BUILDING A CHARACTER

Fill out the following (or roll them randomly using charts in the rules):

- **Name** – Anything.
- **Weapon** – Preferred weapon or type of attack. When using your preferred weapon you get 2d6 instead of 1d6 for you action. IF the weapon is defensive (aka like a shield) then you get the 2d6 for defense instead of attacking.
- **Power** – Anything you want. When using this Power you get 2d6 for your action. Can be a class like “Ranger” or can be a trait like “Ghost”.
- **Power Drawback** – A restriction on your Power. Maybe it is hard to control, or tires you out, or makes you temporarily deaf.
- **Deviation** – Weird quirk that sometimes hinders you. Often this makes you unique as well. Examples might be Killjoy or Quick To Anger.
- **Mystery** – What mystery is your character trying to solve? Are they working towards some goal?

Then mark the following:

- **Level** – Set to 1.
- **Wishes** – Set to 1.